

**Emergency Rule**  
LSA Document #10-460(E)

DIGEST

Temporarily adds rules concerning pull-tab game number 05. Effective July 12, 2010.

SECTION 1. The name of the pull-tab game number 05 is "Let's Rock".

SECTION 2. Tickets in pull-tab game number 05 shall sell for one dollar (\$1) per ticket, unless otherwise adjusted by temporary price reductions or other promotional activities conducted or authorized by the commission.

SECTION 3. (a) Each ticket in pull-tab game number 05 shall contain a total of fifteen (15) play symbols arranged in a matrix of five (5) rows and three (3) columns. Each row shall be covered with a tab.

(b) Each play symbol includes a caption that corresponds with and verifies the play symbol as follows:

**WINNING play symbols:**



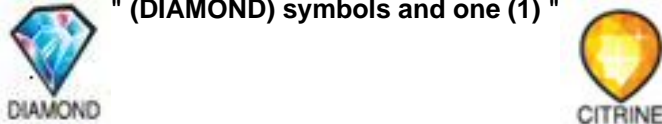
**NONWINNING play symbols:**



(c) If a question arises as to the play symbol, the play symbol caption will be used for final clarification.

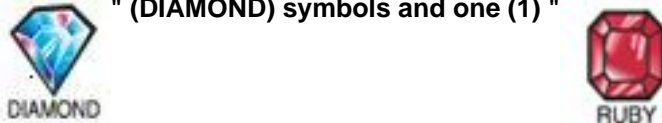
SECTION 4. (a) A prize winner in the pull-tab game number 05 is determined by opening the five (5) tabs located on the back of the pull-tab ticket. Follow the magenta arrows to match symbols in any vertical, horizontal, or diagonal row as follows to win the designated prize:

(1) Match two (2) " (DIAMOND) symbols and one (1) " (CITRINE) symbol and the



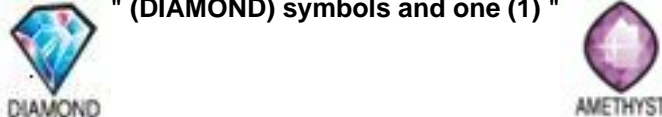
ticket holder is entitled to win two hundred dollars (\$200).

(2) Match two (2) " (DIAMOND) symbols and one (1) " (RUBY) symbol and the



ticket holder is entitled to win fifty dollars (\$50).

(3) Match two (2) " (DIAMOND) symbols and one (1) " (AMETHYST) symbol and





the ticket holder is entitled to win twenty dollars (\$20).

(4) Match two (2) "  " (DIAMOND) symbols and one (1) "  " (EMERALD) symbol and

DIAMOND

EMERALD


the ticket holder is entitled to win ten dollars (\$10).

(5) Match two (2) "  " (DIAMOND) symbols and one (1) "  " (TOPAZ) symbol and the

DIAMOND

TOPAZ

ticket holder is entitled to win five dollars (\$5).

(6) Match two (2) "  " (DIAMOND) symbols and one (1) "  " (GARNET) symbol and the

DIAMOND

GARNET

ticket holder is entitled to win one dollar (\$1).

SECTION 5. (a) The possible winning prize combinations are as follows:

## Hoosier Lottery - Prize Structure

### Let's Rock - Game No. 005

5/25/10  
7:18 AM

* Total Ticket Quantity	Ticket Price	Gross Sales	Prize Payout Dollars	Prize Payout Percentage	Overall Game Prize Payout Percentage
600,096	\$1.00	\$600,096	\$389,348	64.88%	64.88%

Get:	Prize Winner	Odds of Winning 1 in: **	Winners in 672 (Per pack)	Prize Payout (Per Pack)	Winners in 893 Packs	Prize Payout Per Game	Percent of Prize Payout ***
2 - Diamond + 1 - Citrine	\$200.00	672.00	1	\$200.00	893	\$178,600	45.87%
2 - Diamond + 1 - Ruby	\$50.00	672.00	1	\$50.00	893	\$44,650	11.47%
2 - Diamond + 1 - Amethyst	\$20.00	672.00	1	\$20.00	893	\$17,860	4.59%
2 - Diamond + 1 - Emerald	\$10.00	224.00	3	\$30.00	2,679	\$26,790	6.88%
2 - Diamond + 1 - Topaz	\$5.00	84.00	8	\$40.00	7,144	\$35,720	9.17%
2 - Diamond + 1 - Garnet	\$1.00	7.00	96	\$96.00	85,728	\$85,728	22.02%
	Total	6.11	110	\$436.00	98,230	\$389,348	100.00%

\* Ordered quantity is 600,000

\*\* Each pack will use this distribution.

\*\*\* Numbers are rounded.

Total value of all prizes\*: \$389,384

Overall odds: 1 in 6.11

Approximate print quantity: 600,096 (+3/-1%)

(b) The actual quantity of tickets will vary from the approximate print quantity of tickets within a range of minus one percent (-1%) to plus three percent (+3%). The actual number of prizes and the odds for each prize amount will vary depending on the actual quantity of the tickets.

(c) If the print quantity is changed during production of this game or due to subsequent reorders of the game, the ratio of prizes and total value of all prizes to the print quantity will be proportionately maintained so that the overall odds and prize payout percentage will approximate the values provided in subsection (a).

**SECTION 6. Prizes are subject to prior sales. The availability of tickets for sale in pull-tab game number 05 depends on retailer orders for tickets.**

**SECTION 7. [65 IAC 6-1](#) through [65 IAC 6-3](#) apply to pull-tab game number 05.**

**SECTION 8. The last day to claim a prize in pull-tab game number 05 is one hundred eighty (180) days from the end of the game.**

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